

Please AMEND the claims to read as follows:

1. (cancelled).
2. (currently amended) An educational device as in claim ~~[[1]] 10~~, wherein said pole is variable in height.
3. (currently amended) An educational device as in claim ~~[[1]] 10~~, wherein said numerical indicating devices are alphanumeric displays.
4. (currently amended) An educational device as in claim ~~[[1]] 10~~, wherein said generally known quality attributes are team names and/or team logos.
5. (currently amended) An educational device as in claim ~~[[1]] 10~~, further comprising a shot detector, comprising a switch sensitive to vibration of a part of the educational device to determine that a shot has been taken.
6. (currently amended) An educational basketball game as in claim ~~[[1]] 10~~, further comprising flashing lights actuated by said electronic logic circuitry in response to the detection of a goal by said goal detecting device.
7. (cancelled).
8. (currently amended) An educational basketball game as in claim ~~[[1]] 10~~, wherein said speakers housed in said support base and said motivational recordings vary in response to player successes and failures.
9. (currently amended) An educational basketball game as in claim ~~[[1]] 13~~, further comprising a plurality of lights adjacent said basketball hoop, said that lights being actuated by said electronic logic circuitry in response to a player achieving a goal.

10. (currently amended) An educational basketball game ~~as in claim 1, further,~~
comprising:

(a) a support base;

(b) a pole having an upper end and a lower end, said the lower end of said pole being mounted in said support base and extending upwardly from said support base;

(c) a backboard mounted on said upper end of said pole;

(d) a hoop mounted on said backboard and oriented to receive a thrown ball;

(e) a first score indicating device comprising numerical indicating devices;

(f) a second score indicating device comprising a plurality of achievement level indicating devices having generally known quality attributes;

(g) a goal detecting device for detecting when a player has scored a goal; [[and]]

(i) electronic logic circuitry responsive to said goal detecting device to display a numeric score on said first score indicating device and to display and achievement level on said second score indicating device;

(j) a speaker for playing recordings, said recordings being stored in said electronic logic circuitry [[and]];

(k) an extendable measuring member, and

(l) an extendable measuring member position detector, said extendable measuring member position[[ed]] detector coupled to said electronic logic circuitry, and said electronic logic circuitry generating motivational recordings in response to the output of said extendable measuring member position detector.

11. (original) An educational basketball game as in claim 10, further comprising a plurality of lights adjacent said basketball hoop, said lights being actuated by said electronic logic circuitry in response to a player achieving a goal, said lights being arranged to be actuated by said electronic logic circuitry to make various patterns.

12. (original) An educational basketball game as in claim 10, further comprising a visual

display behind said backboard, said visual display being actuated by said electronic logic circuitry in response to a player achieving a goal, said visual display being activated by said electronic logic circuitry to display a cheering crowd of fans.

13. (currently amended) An educational basketball game as in claim 1, further, comprising:

(a) a support base;

(b) a pole having an upper end and a lower end, said the lower end of said pole being mounted in said support base and extending upwardly from said support base;

(c) a backboard mounted on said upper end of said pole;

(d) a hoop mounted on said backboard and oriented to receive a thrown ball;

(e) a first score indicating device comprising numerical indicating devices;

(f) a second score indicating device comprising a plurality of achievement level indicating devices having generally known quality attributes;

(g) a goal detecting device for detecting when a player has scored a goal; and

(i) electronic logic circuitry responsive to said goal detecting device to display a numeric score on said first score indicating device and to display and achievement level on said;

(j) a speaker for playing recordings, said recordings being stored in said electronic logic circuitry [[and]];

(k) an extendable measuring member, and

(l) an extendable measuring positioned detector coupled to said electronic logic circuitry, and said electronic logic circuitry generating motivational recordings in response to the output of said extendable measuring member position[[ed]] detector, and wherein said motivational recordings are sequenced and selected in order to build the level of pressure to succeed.

14. (currently amended) An educational basketball game as in claim 13, ~~where in,~~ wherein upon the detection that a goal has been missed, a motivational recording

specifically designed for encouraging a player who was missed the shot is played.

15. (currently amended) An educational basketball game as in claim 13, ~~where-in~~
wherein said motivational recording varies in response to the detection of many missed
shots in order to restore player enthusiasm.